Flashcards

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Total Cards: 10

Card 1/10

Q: What is the primary goal of Edugram?

A: Edugram aims to bridge the educational accessibility gap for the deaf and blind communities by leveraging AI and NLP to create inclusive and adaptive learning experiences.

Card 2/10

Q: What are the two core AI-powered features of Edugram designed specifically for deaf and blind learners, respectively?

A: For deaf learners, Edugram offers real-time voice-to-sign language translation and gesture-based video generation. For blind learners, it provides Jarvis, an AI voice assistant for audio-based learning and voice navigation.

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Q: Name three technologies used in the development of Edugram's backend APIs and logic.

A: Django is used for backend APIs & logic. Next.js is used for the Frontend UI. AIML is also used.

Card 4/10

Q: How does Edugram's 'Auto PDF !' Summary !' Quiz Pipeline' w
beneficial?

A: The pipeline automatically generates a summary, flashcards, and a self-assessment quiz from any uploaded document, customized for each learner. This saves educators time and provides personalized learning materials.

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Q: What is Jarvis, and what are its key functionalities for blind learners?

A: Jarvis is an AI voice assistant designed for blind learners. It interprets spoken queries, reads content aloud using TTS, responds to questions, and enables hands-free navigation of learning modules and assessments.

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Q: What is a unique feature of Edugram's gesture animation system, and why is it significant?

A: Edugram's gesture animation system is built without manual recordings, using Blender to generate dynamic sign language videos. This is significant because it allows for scalability and avoids the limitations of pre-recorded footage.

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Q: How does Edugram address the challenges faced by deaf learners in accessing educational content?

A: Edugram provides real-time voice-to-sign language translation, gesture-based video generation, an interactive sign language dictionary, and document-to-sign learning tools, all tailored for visual learning.

Card 8/10

Q: What are the potential future applications of Edugram beyond supporting deaf and blind learners?

A: Edugram can be scaled to support other disabilities like autism, dyslexia, and cognitive impairments. It can also be applied in schools, special education centers, and self-paced learning platforms, evolving into a unified accessibility toolkit for educational institutions.

Card 9/10

Q: Describe the workflow for a blind learner using Edugram to study a chapter.

A: The learner speaks to Jarvis, requesting to 'Read my chapter.' Jarvis reads a summary of the chapter and asks questions. The learner answers via voice and receives feedback. Jarvis can also find relevant videos directly from YouTube.

Card 10/10

Q: What are the core modules developed during the hackathon to create Edugram?

A: The core modules include real-time voice-to-sign animation, Jarvis AI for reading and voice commands, a PDF summarizer with quiz generator, an accessible frontend with gesture and audio interface, saved materials access, and an image processing bot.